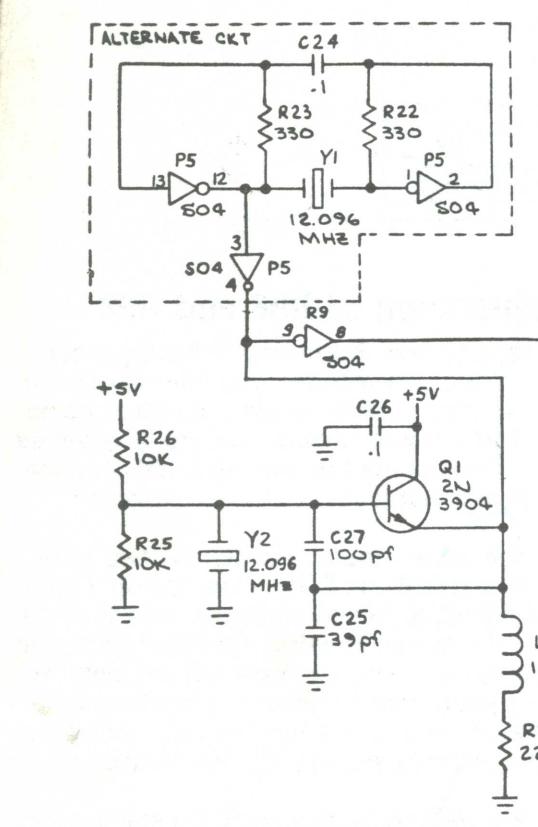
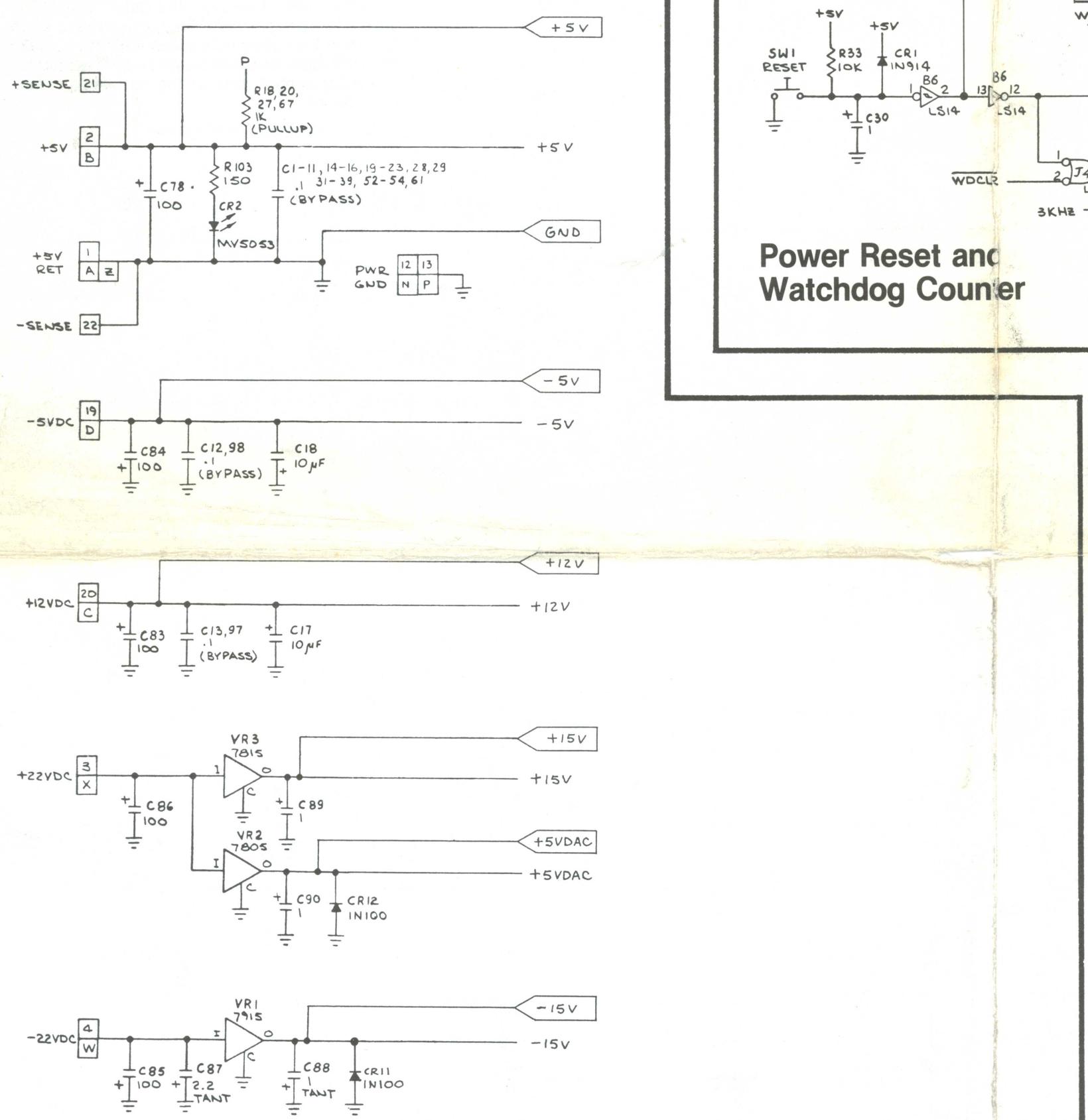


## Clock



## Power Input



## Sheet 2, Side A BATTLEZONE™

### Game Microprocessor

### Game Address Decoding Circuitry

### Analog Vector-Generator PCB Power Input

#### Clock

#### NMI Counter

#### Power Reset and Watchdog Counter

#### Game Program Memory

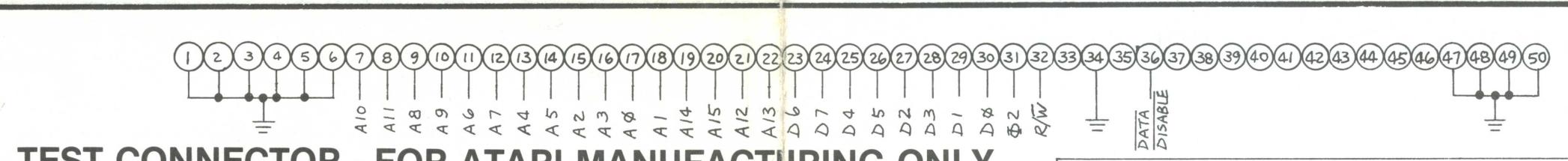
#### Game RAM

#### Game Memory Map

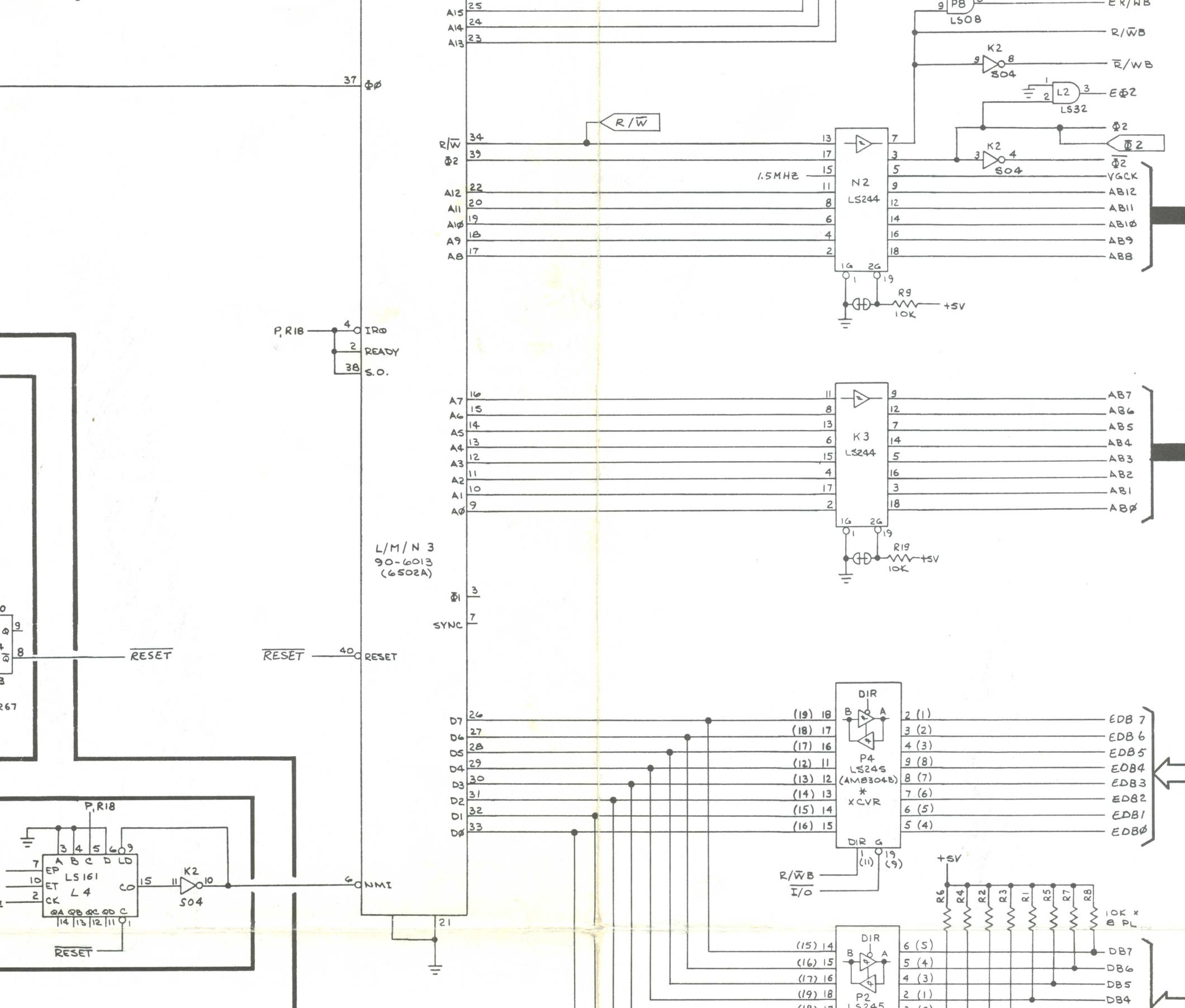
Section of 035742-01 & -02 B



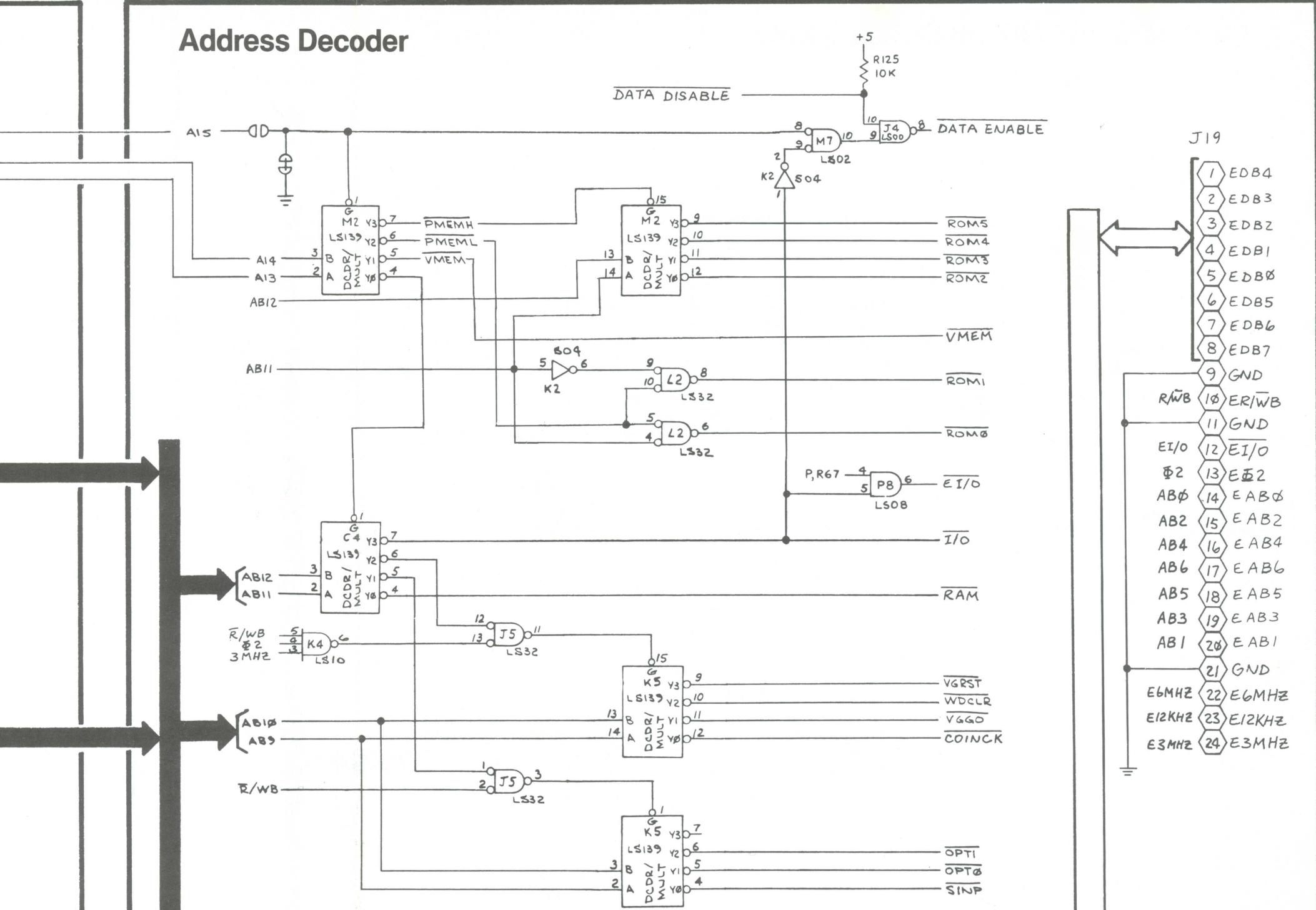
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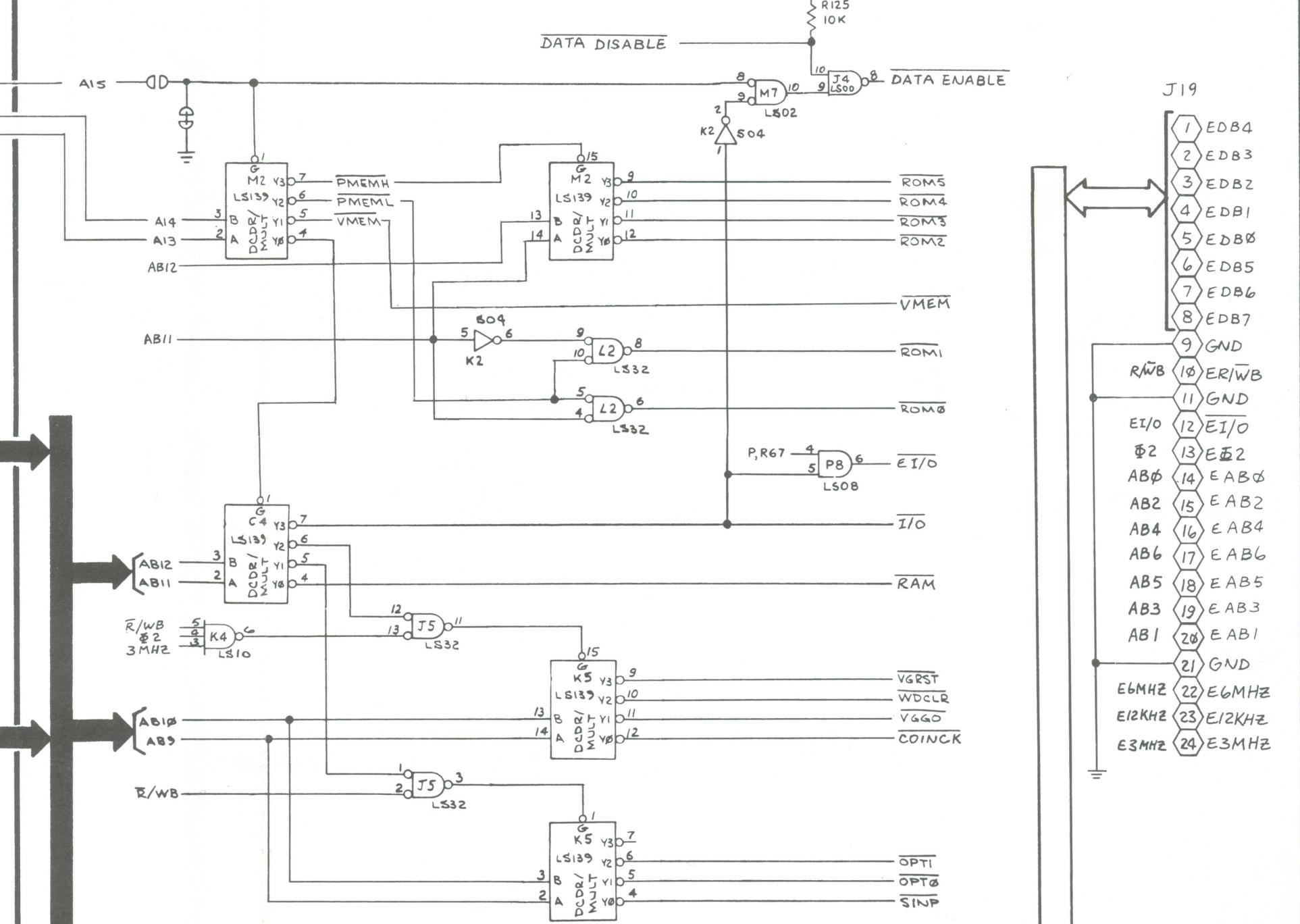
## Microprocessor



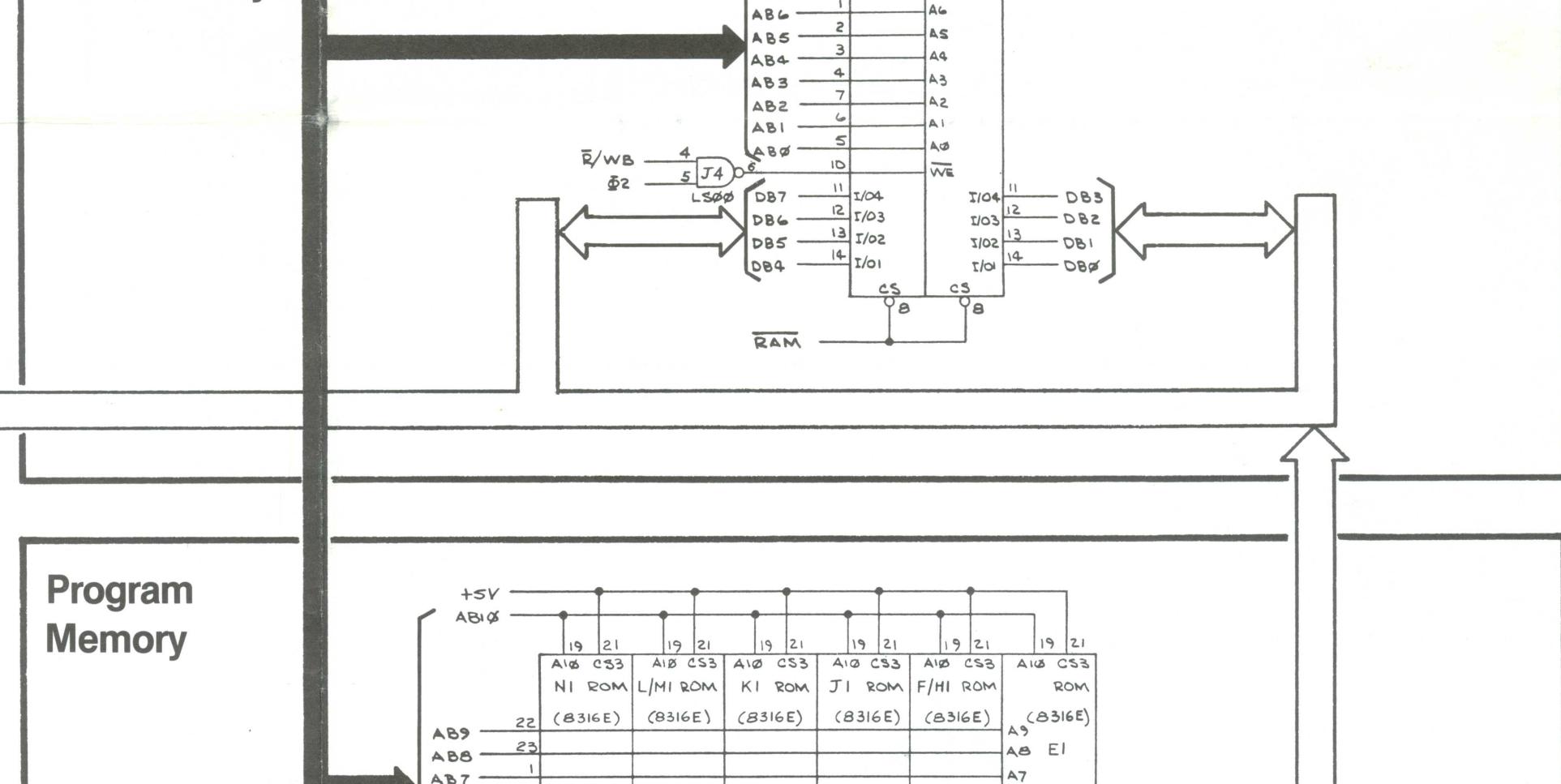
ADDRESS DECODER



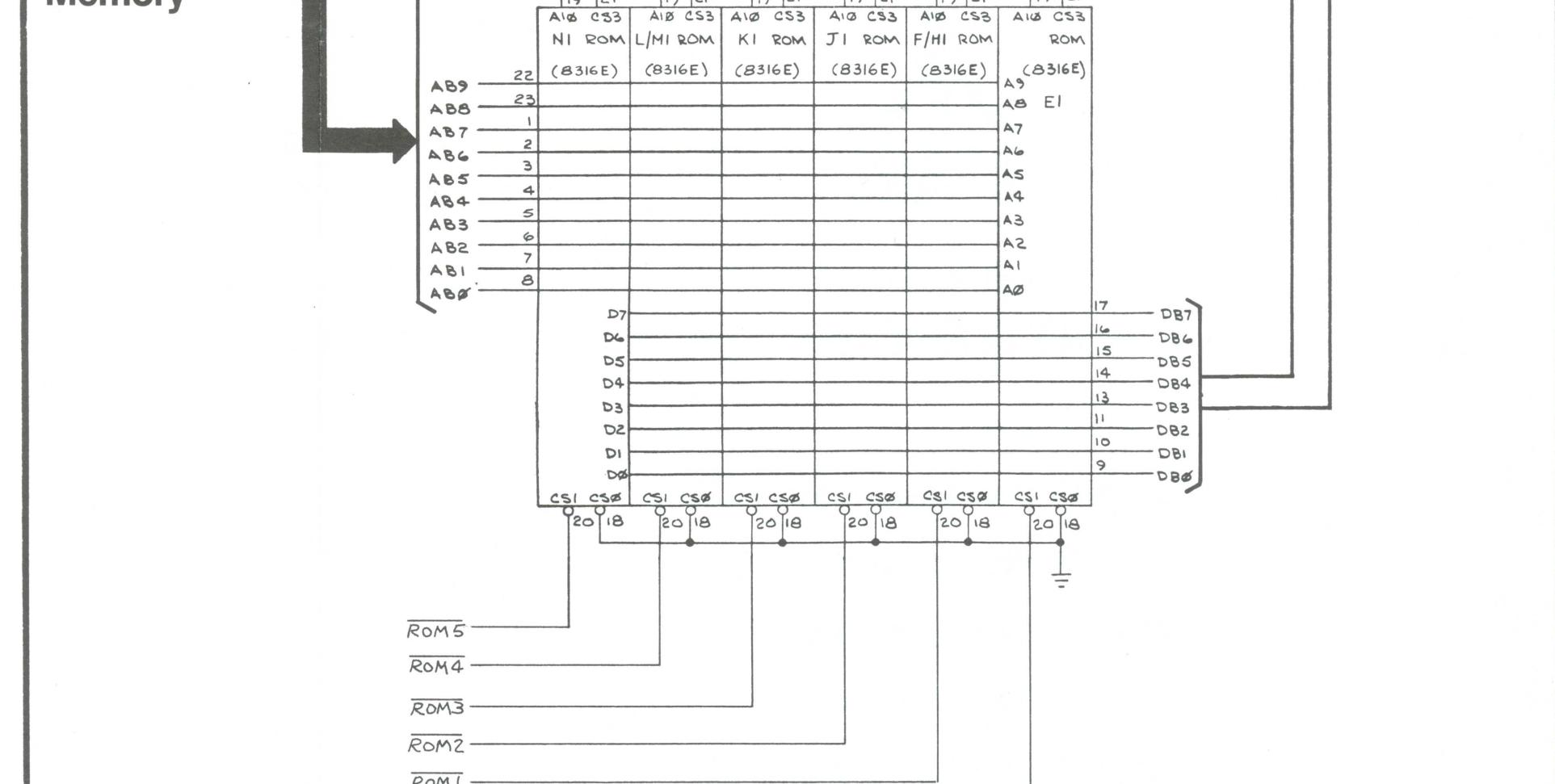
## Address Decoder



## RAM Memory



## Program Memory



NOTE:

\* USE NUMBERS IN PARENTHESES IF  
BOARD CONTAINS AMB3048  
INSTEAD OF 74LS245, 2 PLACES  
THIS PAGE.

DATA DISABLE

DATA ENABLE

R/WB

I/O

DB7

DB6

DB5

DB4

DB3

DB2

DB1

DB0

CS1

CS0

CS

DB7

DB6

DB5

DB4

DB3

DB2

DB1

DB0

CS1

CS0

CS

DB7

DB6

DB5

DB4

DB3

DB2

DB1

DB0

CS1

CS0

CS

DB7

DB6

DB5

DB4

DB3

DB2

DB1

DB0

CS1

CS0

CS

DB7

DB6

DB5

DB4

DB3

DB2

DB1

DB0

CS1

CS0

CS

DB7

DB6

DB5

DB4

DB3

DB2

DB1

DB0

CS1

CS0

CS

DB7

DB6

DB5

DB4

DB3

DB2

DB1

DB0

CS1

CS0

CS

DB7

DB6

DB5

DB4

DB3

DB2

DB1

DB0

CS1

CS0

CS

DB7

DB6

DB5

DB4

DB3

DB2

DB1

DB0

CS1

CS0

CS

DB7

DB6

DB5

DB4

DB3

DB2

DB1

DB0

CS1

CS0

CS